

MUKOU BUCHI!

第2話 CHAPTER 2:

東風戦アリス
EAST-ONLY ALICES

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HEY!
YOU'RE SURE
EARLY. IT'S
BARELY PAST
NOON.

AN-SAN!

NEW JAPAN

TELL ME,
YOU SLEPT
AT ALL SINCE
THEN?

I
HEAR YOU'RE
TRYING TO FIND
A ROOM MATE.

THOUGH
ACTUALLY
MORE THAN
THE PUNCH
THAT DREAM
BRIAN YOU
LET ME
KNOW.

THANKS
TO YOU
AN-SAN, I GOT
PLENTY OF
SLEEP.

YOU'RE
SURE GOING
ON A DATE
AFTER WINNING
THE TITLE, AM?

WHEN DOES
TODAYLAND
OPEN FOR
BOOKING?

HEY,
AN-SAN.

HA-
HAHA!

MADE ME
FEEL LIKE I'D
BE SLEEPING
FOREVER.



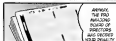
READY?

DON'T DO ANYTHING STUPID.
YOU SHOULD
FOREGO ABOUT
PLAYING KAI.



YOU
WEEK
KAY?

AND WILL
THAT AWAY IN
COMING WEEK
ABOUT?



ANYWAY, THE FRO
AWAYING BOARD OF
DIRECTORS
HAS DECIDED
HOLD PENALTY



AND
IT OUGHT
TO BE
THAT
WAY

YOU
DON'T KNOW
WHAT SPOON
JAMES IN
PLACES LIKE
TOWNHALL
SO PLEAS-
SURE...



YOUR KING OF
TEAM TITLE HAS
BEEN RECORDED
AND YOU'VE BEEN
FORGIVEN FROM
ENTERING AND
DECIDING GAMES.
THEY HAVEN'T GIVE
FOR NOW LONG,
BUT...



LOOKS LIKE IT'S TRUE.
ONCE YOU MEET KAI, IT'S
INEVITABLE THAT YOU'LL BE
CAUGHT IN HIS SPELL...



DON'T CARE
ABOUT THE
PENALTIES
ANYMORE!
RIGHT NOW,
I JUST
WANNA PLAY
LIKE...

FOR NOW,
JUST KEEP
WITH YOUR
STORIES AND
WELL YOU
DO...

IF THAT
TILE MATCHES
ONE IN YOUR HAND,
YOU'VE WON THE
NEXT TILE. YOU KEEP
FOUND THAT UNTIL
YOU DON'T GET
A MATCH.

EVERY
MATCH YOU
GET EARNS
YOU A 1000-
YEN TIP.

IMAGINE
SOMEONE WINS
WITH A FULLY
CLOSED HAND.
THEY'VE WON
THE TILE NEXT
TO THE DOOR
INDICATOR.

ALREADY
ARE THOSE
TIPS??

WHAT
YOU USUALLY
MAKE IN A
MONTH.

I'VE GOT
ABOUT FIVE
THAT I'VE GOT
BY HANDLING
DOORS... ?

IN OTHER
WORDS, YOU
CAN LOSE IN
ONE NIGHT,
HERE...

IT'S STILL
GOLDEN
GOLDEN
SOMEONE.

HOW'S
BUSINESS
BEEN GOING,
GOLDEN?

WANTS THAT
YOU'RE SURE
SURE, AN-AN.

WHAT?

I HEARD
THE NEWS
YOU LOSE THE
TILE TO A LITTLE
AND AGAIN TWO
HUNDRED, DO
YOU?

(1/79) Tips (Chuang) are bonus payments for fulfilling certain requirements. paid with money (the only method of payment). The Odds, Red Tiles, Toppies, and Yokubans are usually the only things that award Tips. Since Americans usually tip in their parties, such as when you get into you get into you get into from the person you take, or in the case of a Toppie, you take what you've been doing everyone, making for you to hold your place. This is the same for other kinds of tips.





AFTER
ALL...

I DON'T
THINK YOU
BE NEEDING
ME TO BRAG
WE OUT.



WE'RE
PROB.
AREN'T
WE?



WELL, YOU
ALWAYS WERE
THE ONE TO GET
ALL HOT-BLOODED
AND RUIN
ON ME.

YOU SURE,
THOUGH? I
WOULDN'T BE
SAILING
YOU OUT ONCE
THE GAME STARTS,
YOU KNOW.



Seat Placement:

East: Yasunaga
South: Yonta
West: Beahima
North: Kado



**Yonta's
Starting
Hand**

I HAVE
40,000 YEN...
I CAN'T TAKE
LAST PLACE, NO
MATTER WHAT.

Hand



PON



MY FIRST DREAM IS A-ROSE...



BEASTY IS THIS
HOW PEOPLE
PLAY IN
EAST-ONLY
SOCIETY?

STILL
THAT WAS
WAY TOO
FAST



IS IT
NEW STYL
OR HAVING
CHANGING?



PUT
A PRIZE ON
HIM AND ALL
WILL GET
THE VERY
BEST OF IT



SINCE
THERE'S
A NEW
COTTAGE AT
THE GAME
TABLE...



WELL
THAT'S BY GOOD
EXCHANGE
FOR HIM

THAT
HE CAN
BE WITH THEM
RIGHT OFF
THE BAT



EVEN IF NOT
IF I LET HIM CALL
A HUSBAND AROUND
HERE I'LL LOOK
REALLY DUMB

HE CALLED
FOR AN A-BABY
ON THE FIRST
TURN. DOES HE
KNOW I WAS
READY?



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IT'S A TRAP
THAT ANYONE
COULD EASILY
FALL INTO

NOT WANTING TO
BE SEEN AS SOMEONE
WHO WILL PLAY ANY
TILE YOU WANT THEM TO,
YOU WILL HOLD CERTAIN
TILES BACK.



I'LL
JUST
WATCH
AND WAIT
THIS
ROUND!



YOUR WHOLE
HAND WILL BE
HELD BACK.



But, by
holding
back
those
tiles ..



SOFT! I
CAN'T PLAY
ANY MORE
OR I'LL BE
DEAD!





Yin "Akuma" means "To become (unwillingly) later" used as a warning to someone a hand that has no value unless you can get a certain tile, like a triplet of an honor tile you have a pair of "gilding" another "Jao" in the first decades that it's even more obvious, meaning something like "To become (something) even later still."

A NORMAL ATSUJOKI
IS WHERE YOU RELY
ON BEING ABLE TO PON
A YAKUMAI YOU HAVE A
PAIR OF LATER ON, BUT
AN ATSUJOKI DOES
THE SAME WHILE MAKING
ONLY ONE OF A YAKUMAI

IT'S A
STRATEGY
THAT'S USEFUL
FOR BOTH OFFENSE
AND DEFENSE,
CALLED AN "ATSU-
JOKI".

HE HAD A FOU,
PEI, HAKU, AND HATSEI,
AND THE REST OF
HIS HAND WAS A
REISH (SCATTERING)
LIKE THIS

I BET THAT
HAKU'S DESIGNER
CALLED FOU ON
THAT 9-REISH...



HE'D STILL
BE ABLE TO
HOLD BACK HIS
OPPOSITES BY
MAKING THEM
READ AND AGING
WRONG FROM
THAT GILL

IF HE CAN DRAW ONE
OF THESE YAKUMAI
TO MAKE INTO A PAIR,
THAT WOULD BE GOOD...

BUT EVEN IF HE
COULDN'T MAKE
A PAIR...

HAVING
TRAPPED UP
BY THAT IN A
SHORT, EACH-ONLY
GAME LIKE THIS
WILL BE FATAL...
FOUR!





WITH THIS,
I CAN FIGHT
BACK WITH
A CLOSED
HAND!



RIICHI!







TOH! A one-chance is a defensive technique where the tile player playing has a tile of a surrounding tile in play, such as this 4000 while he can only win. This means their only "One" tile that your opponent has a "chance" to have if they have a sequence based on your tile. If there are 4 of a surrounding tile, that's referred to as a "Wall", or "No-Chance".





YOU COME
AND ASK, KOP?
AH, BECAUSE HE
TOLD HIM KIND OF
TELL, KOP IT?



WITH 10
ALONG,
IT ADDS
UP TO
BLOOD
TEAL

WITH WHAT
YOU LOVE FOR
BEND IN LAST,
THAT'S BLOOD
ALL TOGETHER



OH, IT
STOPS
THERE



ONE
MORE
GAME

LOVE
I'LL LOSE
LAST THING



HE'S
MOREOVER...
UNLESS I LET
IT PLAY OUT
HE'LL NEVER
GET IT



I COULD GET
TO MANGAN
WITHOUT
CALLING
RICKS, BUT
RIGHT
NOW...

SHIT! IF
I DON'T
TAKE 1ST,
I'LL BE
BROKE!

END GAME,
EAST 1ST
ROUND, 4TH TURN.
DOGA IS
A-HAH





